Security Operations

"Skepticism is the mother of security. Even though fools trust their enemies, prudent persons do not. The general is the principal sentinel of his army. He should always be careful of its preservation and see that it is never exposed to misfortune."

Frederick the Great

Counterreconnaissance Defined

Counterreconnaissance is:

"The sum of all actions taken at all echelons to counter enemy reconnaissance and surveillance efforts through the depth of the area of operations.

It is active and passive and includes combat actions to destroy or repel enemy reconnaissance elements"

FM 17 - 95

Counterreconnaissance Imperatives

- **Security is a critical implied task for all units at all level throughout the depth of the BDE Sector**
- **Adjacent unit coordination and cross talk is key to the Counterrecon effort.**
- **C2 of the overall Counterrecon effort belongs to the S-3 (not S-2)**
- **Continuous reporting, tracking, and analysis is required to see the current results of the Counterrecon effort and enemy recon success**
- **BDE and TF must identify and task specific units behind the security zone to conduct patrols and DRT sweep of key terrain and likely enemy OPs.**

The Counterreconnaissance Effort Does Not Belong To The Security Force Alone!!!

Counterreconnaissance

Counterreconnaissance begins at Receipt of the Mission and continues throughout.

Key to the success of the Counterrecon effort are:

> **Aggressive patrolling to identify and eliminate enemy recon forces.**

> **Helos working with ground patrols to check templated enemy OPs on key terrain for presence of recon**

> **Proactive reporting of composition/disposition/activity of enemy recon forces**

> **Continuous tracking and analysis of enemy recon effort at all CPs**

> **Training, empowerment, and trust of Junior Leaders (Battle Captains, BICs, Company XOs, Platoon Leaders, and NCOs) is key to the PLAN - PREP - EXECUTION of both the specific security**

Security Operations Fundamentals

Successful security operations are planned and performed with five fundamentals in mind:

- **Orient on the main body.**
- **Perform continuous reconnaissance.**
- **Provide early and accurate warning.**
- **Provide reaction time and maneuver space.**
- **Maintain enemy contact**

FM 17-95

Depth

Depth is important in a screen. The term screen line is descriptive only of the trace along which security is provided. Depth allows an enemy contact to be passed from one element to another without displacing. Depth is advantageous to:

- **Destroy an enemy reconnaissance patrol without compromising critical OPs.**
- **Prevent the enemy from penetrating the screen line too easily.**
- **Prevent gaps from occurring when OPs displace or are lost.**

The concept of depth is tied to the definition of counterreconnaissance -- Gain/maintain contact, track, report, handoff, and kill enemy recon throughout the depth of the TF

Screen
Mission and Critical Tasks

MISSION

Provide early warning to the main body.

CRITICAL TASKS

- **Prevent enemy ground elements from passing through the screen undetected or unreported.**
- **Maintain continuous surveillance of all avenues of approach into the sector under all visibility conditions.**
- **Destroy or repel enemy reconnaissance elements within its capability.**
- **Locate the lead elements of each advance guard force and determine their direction of movement.**
- **Maintain contact with enemy forces and report any activity in sector.**
- **Impede and harass the enemy within its capabilities while displacing.**
- **Maintain contact with enemy mainbody and any enemy security forces operating on the flanks of friendly forces.**

FM 71-1

Guard
Mission and Critical Tasks

MISSION

Protects the friendly mainbody either by fighting to gain time or by attacking, defending, and/or delaying the enemy to prevent him from observing the main body and engaging it with direct fires.

CRITICAL TASKS

- **Destroy or repel all enemy reconnaissance.**
- **Fix and defeat enemy security elements.**
- **Cause the enemy main body to deploy and report its direction of travel to the friendly main body commander.**

FM 71-1

The momentum that the enemy attempts to achieve in an attack often forces a screen to transition rapidly into a guard.

TF Security Operations Imperatives

- **Unity of Command in the Security Zone**
- **Looker/Shooter Linkage**
- **Redundant coverage of NAIs and TAIs**
- **Graphical Control Measures to track the enemy, provide SA to the Security Force, and to handoff targets to the shooter**
- **Contact maintained relentlessly throughout the prosecution of the enemy recon target until it is destroyed**
- **Planned routes to rapidly reposition and mass killers (TF Destroyer)**
- **Systems to handoff enemy recon target to units behind the Security Zone rear boundary must be in place**

Tracking and Analysis in the TOC -- BDA Reports paint the picture

TF Security Force Task Organization - Options

None -- Brigade Recon Troop (with or without attached tank or mech platoons) is tasked with screen mission for the BCT's defensive frontage.

TF Scouts (with or without attached tank or mech platoons)

Company Team (coordination with Scouts and other R&S assets is required).

Company Team with attachments

- ⇒ Additional Tank or Mech Inf Platoons
- ⇒ Scout Platoon
- ⇒ Mortar Platoon
- ⇒ GSR Section
- ⇒ ADA Section(s)
- ⇒ Engineer Platoon
- ⇒ COLT Team(s)

TF Security Force - Issues

Planning the Security Force Mission

- Who plans and briefs the Security Operation?
- What IPB, staff estimates, and staff coordination with higher are done for the Security Operation?
- How do we plan and prep within the Security Force quickly to allow it to occupy sector in time to deny enemy Recon penetration?

Occupation of the Security Zone

- Tasks on Occupation
  - Recon the Battle Space
  - Secure the Battle Space
  - Occupy OPs
  - Develop routes/EAs/ABF positions/Overwatch positions
  - Execute limited countermobility plan
  - Establish the Security Zone (NLT time = prior to enemy recon entering sector

How can we quickly occupy the SZ and still accomplish the above?

TF Security Force - Issues

Adjacent Unit Coordination

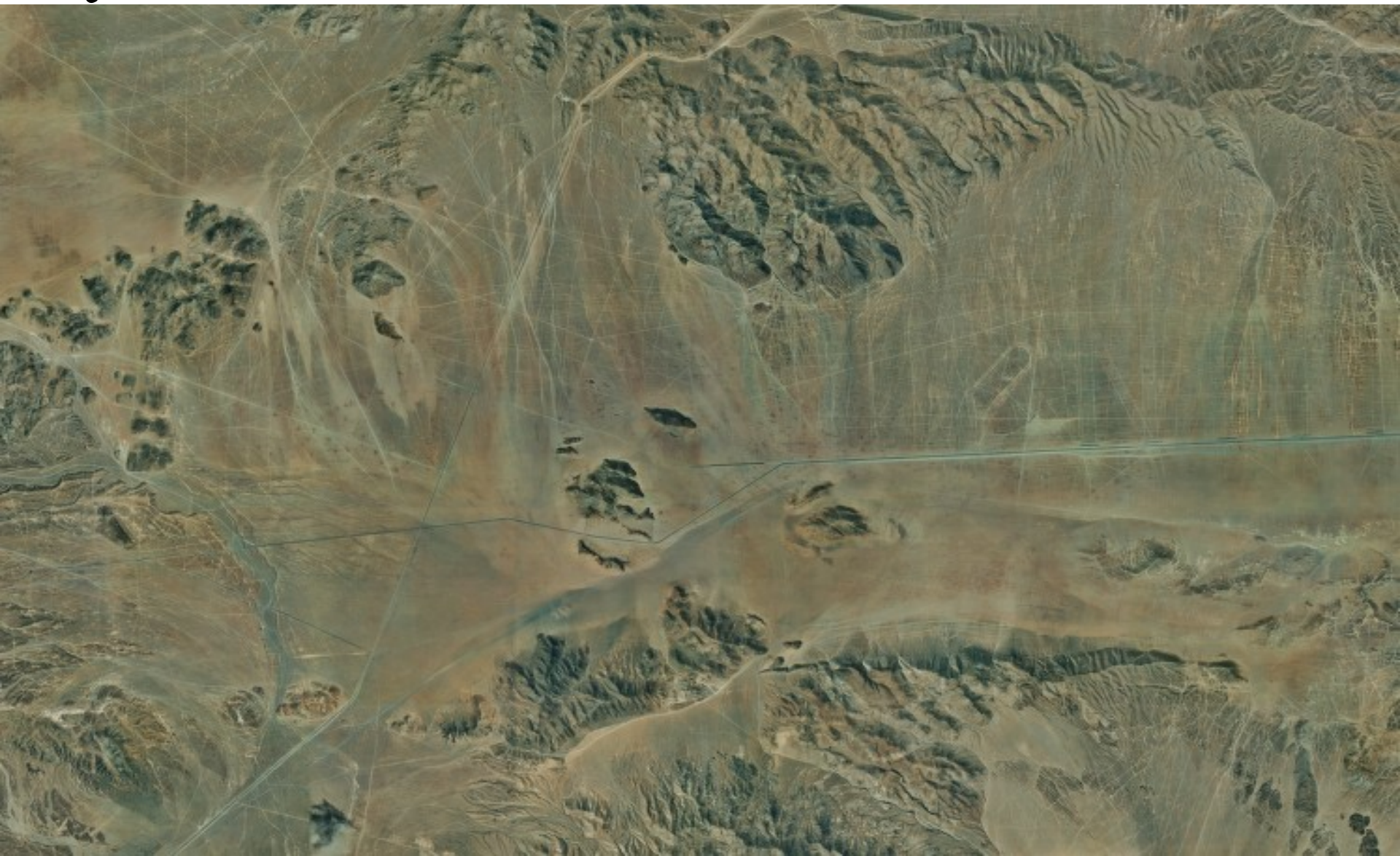
- **How do we ensure mutual support and coverage of enemy recon routes along battalion/brigade boundaries?**
- **How do we ensure Looker/Shooter linkage with TF Scout Platoon (if not attached)?**
- **How do we ensure receipt of timely intelligence and SPOT reports from higher level surveillance assets... and how do we quickly disseminate this information down to the shooter so they are of some use?**

Execution

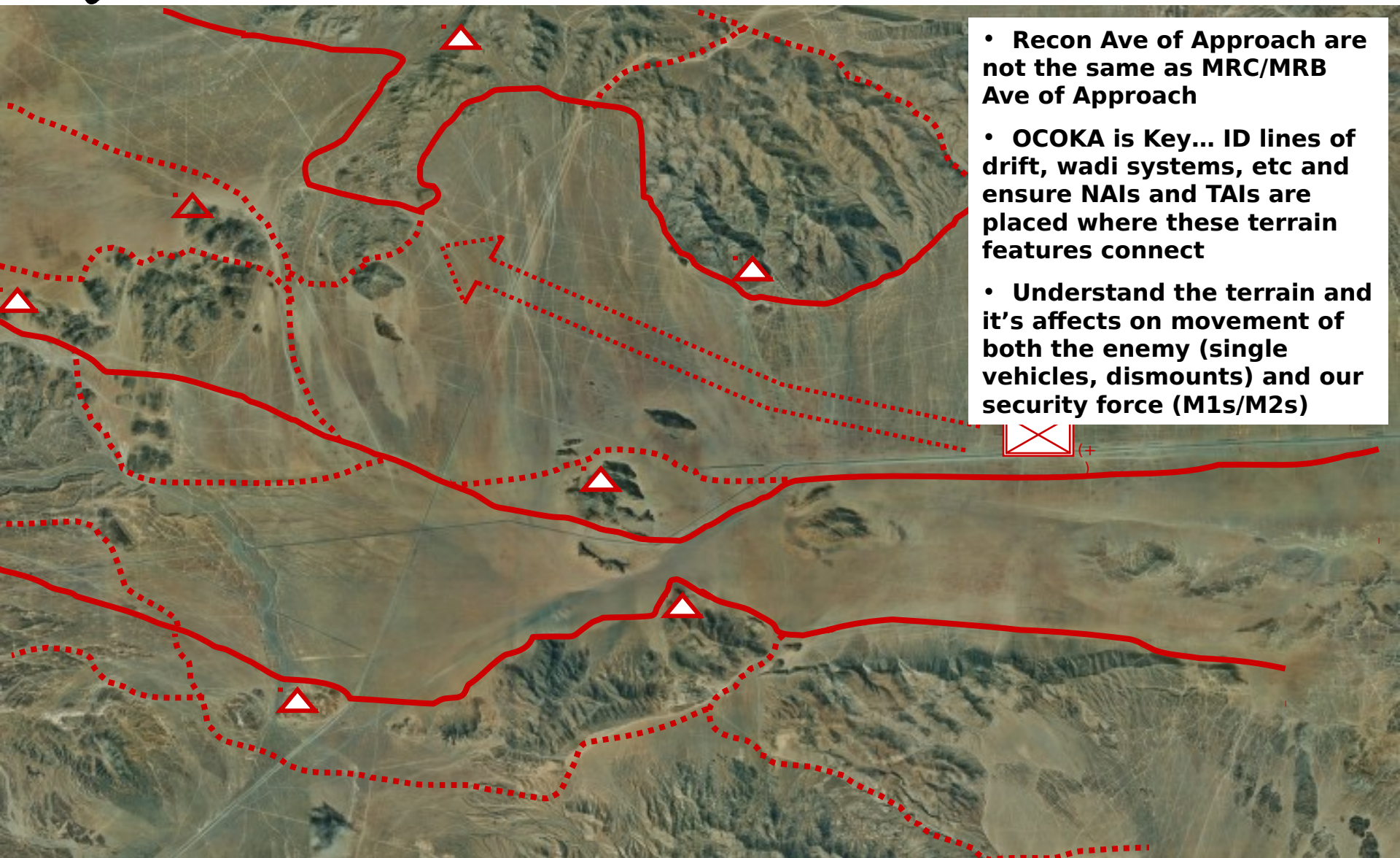
- **How do we C2 the operation (Graphics, Comms Structure, Looker-Shooter Cross talk, Fratricide Avoidance)?**
- **How do we mass combat power on a enemy force moving into sector (RD, TF DESTROYER, TF ANGEL)?**
- **How do we reconstitute destroyed Looker or Shooter?**

Follow-On Mission for the Security Force?

The Terrain
Where To Screen?

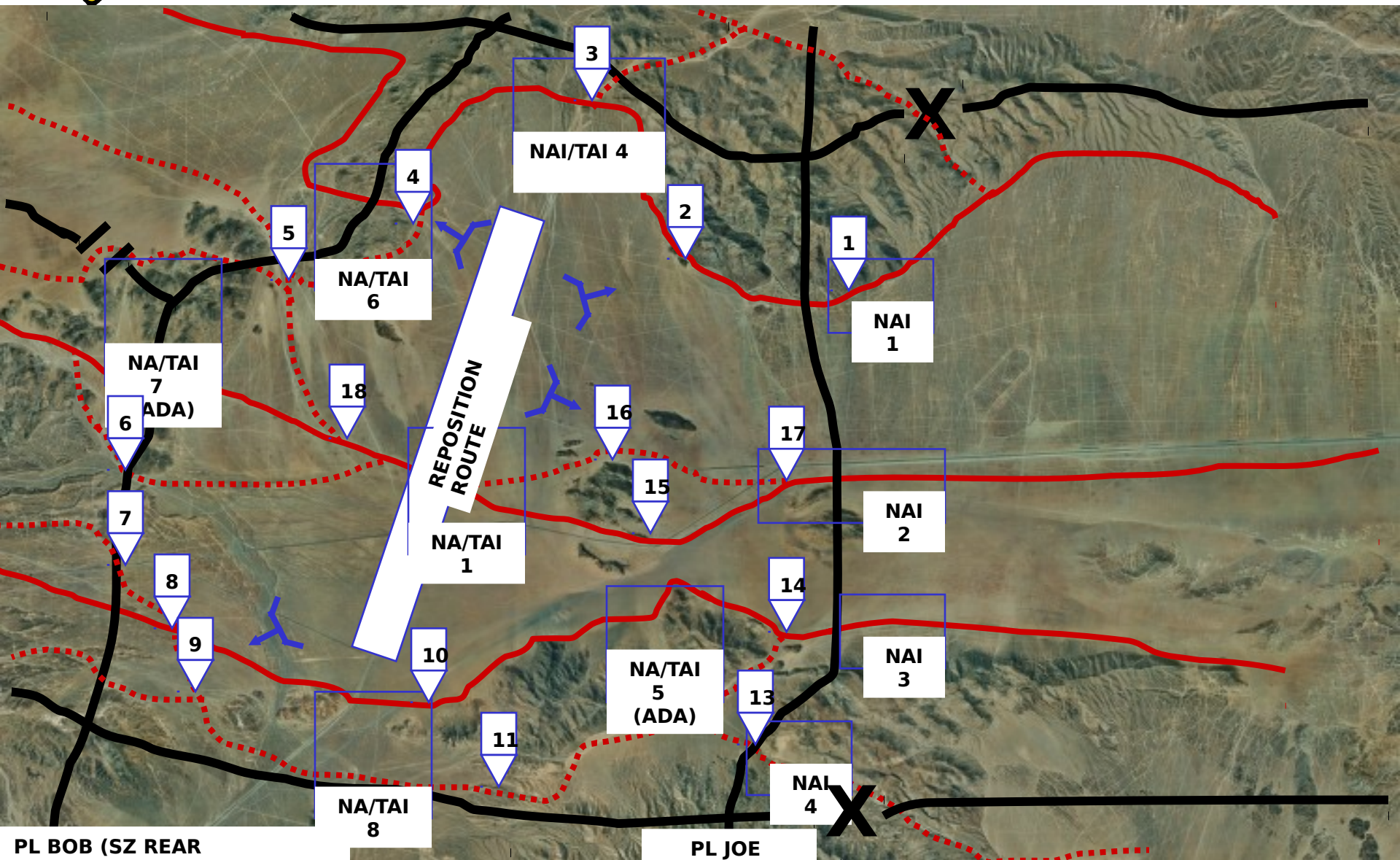


IPB For The TF Security Force

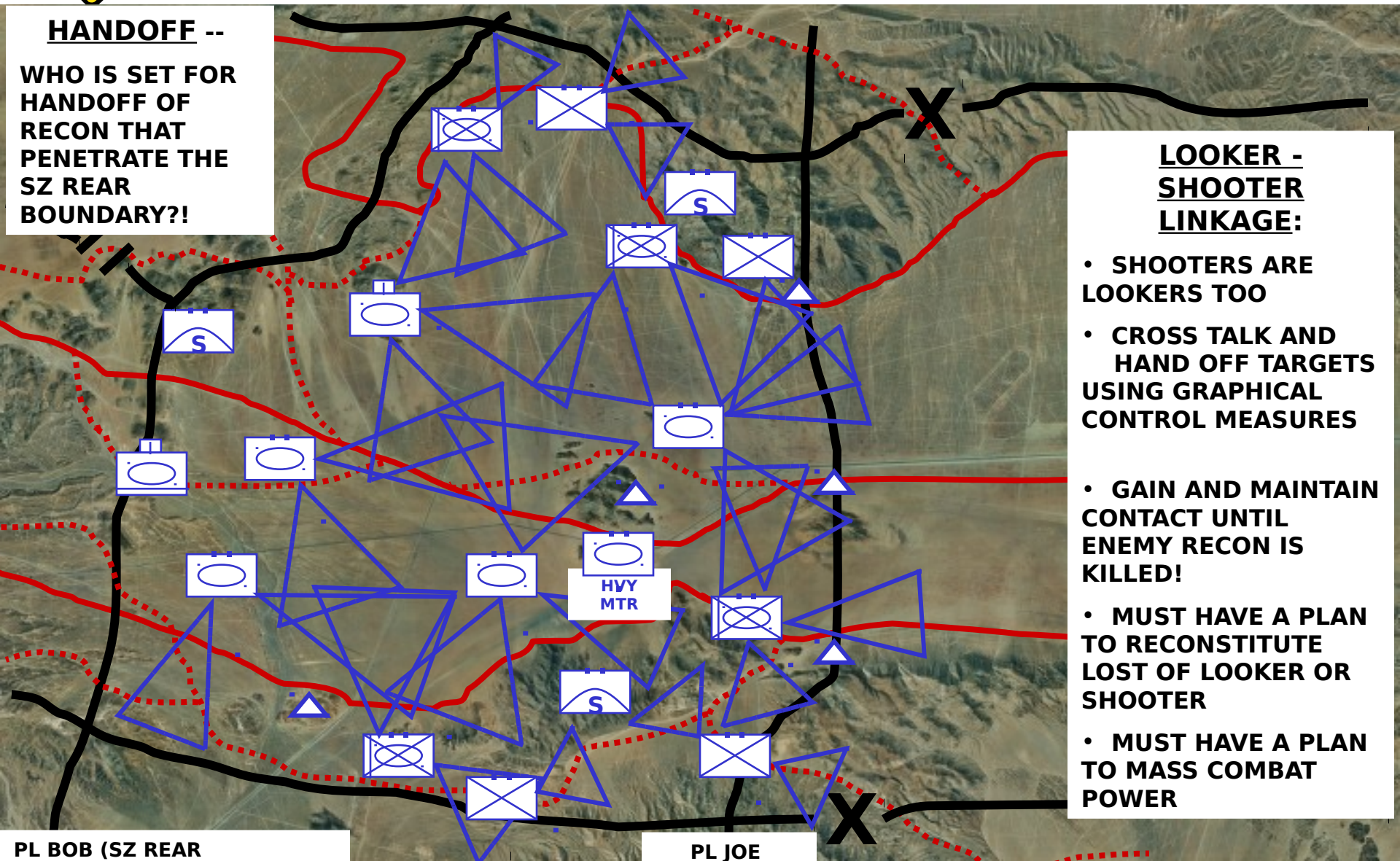


- Recon Ave of Approach are not the same as MRC/MRB Ave of Approach
- OCOKA is Key… ID lines of drift, wadi systems, etc and ensure NAIs and TAIs are placed where these terrain features connect
- Understand the terrain and it's affects on movement of both the enemy (single vehicles, dismounts) and our security force (M1s/M2s)

Security Zone Graphical Control Measures



Positioning The Security Force



HANDOFF --

WHO IS SET FOR HANDOFF OF RECON THAT PENETRATE THE SZ REAR BOUNDARY?!

LOOKER - SHOOTER LINKAGE:

- **SHOOTERS ARE LOOKERS TOO**
- **CROSS TALK AND HAND OFF TARGETS USING GRAPHICAL CONTROL MEASURES**
- **GAIN AND MAINTAIN CONTACT UNTIL ENEMY RECON IS KILLED!**
- **MUST HAVE A PLAN TO RECONSTITUTE LOST OF LOOKER OR SHOOTER**
- **MUST HAVE A PLAN TO MASS COMBAT POWER**

TF Security Force Follow On Missions

TF or BCT Reserve?

Defend From BP?

Delay?

- **Mission Task/Purpose must be simple and take into consideration that the Security Force may lose significant combat power in the execution of the Screen/Guard (and remember, the Security Force will be tired)**

- **Implied Task for most missions includes a rearward passage of line (in or out of enemy contact) --**

TF must facilitate the passage with identified stationary unit, guides, graphics, etc.

- **Delay ensures Security Force maintains enemy contact, but entails certain risks… and certain rewards if executed properly.**

Regardless of follow-on mission, it is critical to ensure enemy contact is not lost when Security Force displaces (ie, leaves a hole between Scout OPs and MBA with no eyes)

Delay Types

Delay in Sector

Requires unit to slow and defeat as much of the enemy as possible without sacrificing tactical integrity. This is the mission normally assigned to the regiment or squadron.

Delay forward of specified line for specified time or event

Requires unit to prevent enemy forces from reaching the specified area or penetrating a specified line earlier than the specified time or event, regardless of the cost. Decisive engagement may be required.

While a delay is similar to a defense in sector, it is characterized by requirements that make this mission extremely demanding. The unit must repeatedly fight the enemy, disengage a part of

Disengagement Criteria

Disengagement criteria dictate to subordinate elements the circumstances under which they will displace to an alternate, supplementary, or successive positions

Trigger Vs Decision Point?

- **Criteria are tied to an enemy act**
- **Criteria are linked to the friendly situation**
- **Disengagement criteria are developed during the planning process based on the unique conditions of a specific situation**

DECISION POINT / TRIGGER

Decision Point

An event, an area, a line, or a point on the battlefield where tactical decisions are required resulting from the war gaming process before the operations order.

Decisions Points do not dictate commander's decisions, they only indicate that a decision is required.

Triggers

1. Event or time-oriented criteria used to initiate planned actions directed toward achieving surprise and inflicting maximum destruction on the enemy.

2. A designated point or points (selected along identifiable terrain) in an engagement area used to mass fires at a predetermined range

FM 101-5-1

Detachment Left In Contact

Definition

The unit conducting the passage of lines may designate forces as a Detachment Left In Contact (DLIC) to maintain pressure on the enemy while the bulk of friendly forces break contact and withdraw.

The DLIC may be a unit designated by the higher command, or it may be made up of elements from each troop/squadron.

TF Security Force
CSS Considerations

CSS for the Security Force is strained by extended distances and decentralized execution. Additional CSS resources must be focused to assist the Security Force to accomplish its mission:

- **CL III and V HEMMTs attached directly to the Company trains of the Security Force.**
- **Planned and resourced TF Refuel/Rearm point to resupply the Security Force after it completes its displacement back to the TF MBA**
- **Additional M113 Ambulance and/or FAS attached to Company Trains.**
- **Additional recovery assets Criteria are tied to an enemy**

What About…?

- **Integration of the BRT in Security Operations?**
- **Use of Light Infantry?**
- **Aviation?**
- **Use of Fires (Priorities, Focus)?**
- **Commitment of Resources (Eng, ADA, CSS) to the Security effort?**

Future OPD Focus

From My Position:

- **MDMP (Process and Battle Drills)**
- **Other Tactical Operations**
- **Tactical Time Management**
- **Taking Command / Company OPS at Fort Hood**
- **Leadership**
- **Career Management**

From Your Position - ?